GUNPOWDER OOZE

Explosive, amorphic slimes

Habitat: Urban; **Treasure:** None

The gunpowder ooze is a creature that can be found both as the result of arcane tinkering with gunpowder and the arcane, as well as a natural blending of the two elements in the wilderness where wild magic happens to collide with natural deposits of saltpeter. They are mindless as all other oozes, however, will hunt prey to be devoured and consumed gradually by “shooting” their prey with explosive blasts resembling the roar of a well packed musket.

Gunpowder Ooze

Large Ooze, Unaligned

AC 11 **Initiative** +1 (11)
Hit Points 250 (20d10 + 140)
Speed 20 ft., Climb 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 26	+8	+8	**DEX** 12	+1	+1	**CON** 24	+7	+7
INT 1	-5	-5	**WIS** 3	-4	-4	**CHA** 1	-5	-5

Vulnerabilities Fire
Immunities Cold, Poison; Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone, Restrained
Resistances Fire
Senses Blindsight 60 ft., Passive Perception 6
Languages None
Challenge 13 (XP 10,000; PB +5)

Traits

Amorphous. The ooze can move through a space as narrow as 1 inch without expending extra movement to do so.

Combustible. Anytime the ooze takes fire damage or damage from a ranged firearm attack, it explodes in a 30 foot cone facing the source of the damage. If the damage was from a source with no discernable direction (such as from a fireball spell) it explodes in a 20 foot emanation. All creatures in the area of the explosion take 35 (10d6) Fire damage, or half as much on a DC 20 Dexterity Saving Throw. The ooze then automatically uses its *Split* reaction even if it does not have a reaction available.

Gunpowder Residue. Anytime the ooze hits a target with its Blast of Volatile Pseudopod attacks *Dexterity Saving Throw:* DC 20, the target hit by the ooze's attack. *Failure*: The target is coated in sticky gunpowder residue which explodes causing 5d6 Fire damage if they use a firearm, wield a weapon capable of dealing Fire damage, or take Fire damage. Any creature within 5 feet of an exploding creature takes half the amount of damage rolled for the exploding target. The residue remains combustible for 24 hours, until it explodes, or until it is scrubbed away with soap over the course of an hour. *Success*: The residue is avoided.

Spider Climb. The ooze can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The ooze makes two attacks using its Volatile Pseudopod or Powder Shot attacks in any combination and uses Blast (if available).

Powder Shot. *Ranged Attack Roll:* +13 to hit, range 30/300 ft. *Hit:* 22 (4d6 + 8) Piercing damage.

Volatile Pseudopod. *Melee Attack Roll:* +13 to hit, reach 10 ft. *Hit:* 22 (4d6 + 8) Piercing damage and the target is Grappled (Escape DC 21).

Blast (Recharge 5-6). *Melee Attack Roll:* +13 to hit, reach 10 ft. *Hit:* 22 (4d6 + 8) Fire damage.

Bonus Actions

Crush. *Constitution Saving Throw*: DC 21, all creatures Grappled by the ooze. *Failure*: 15 (2d6 + 8) Bludgeoning damage. *Success*: Half damage

Reactions

Split. *Trigger:* While the ooze is Large or Medium and has 10+ Hit Points, it becomes Bloodied or is subjected to Fire or Slashing damage. *Response:* The ooze splits into two new Gunpowder Oozes. Each new ooze is one size smaller than the original pudding and acts on its Initiative. The original ooze's Hit Points are divided evenly between the new oozes (round down).

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